A-Z INDEX OF CDP FUNCTIONS

The use of brackets in a name indicates the CDP function group to which that process or function has been allocated, within the reference documentation.

A

[MCTOOLKIT] **ABFPAN**
Apply fixed or orbiting 1st order B-Format pan to a mono soundfile
[MCTOOLKIT] **ABFPAN2**
Apply fixed or orbiting 2nd order B-Format pan to a mono soundfile
FOCUS **ACCU**
Sustain each spectral band, until louder data appears in that band
SUBMIX **ADDTOMIX**
Add soundfiles to an existing mixfile
[SYSUTILS] **ALIAS**
Create a shortcut to a soundfile (PC only)
GRAIN **ALIGN**
Synchronise grain onsets in 2nd grainy sound with those in the 1st
PITCH **ALTHARMS**
Delete alternate harmonics
PVOC **ANAL**
Convert soundfile to spectral file
REPITCH **ANALENV**
Extract the window-loudness envelope of an analysis file
REPITCH **APPROX**
Make an approximate copy of a pitchfile
GRAIN **ASSESS**
Estimate best gate value for gain extraction
SUBMIX **ATSTEP**
Convert a list of soundfiles to a mixfile
ENVEL **ATTACK**
Emphasize the attack of a sound
SUBMIX **ATTENUATE**
Alter the overall level of a mixfile
DISTORT **AVERAGE**
Average the waveshape over *N* 'wavecycles'
BLUR **AVRG**
Average spectral energy over *N* adjacent channels

B

EXTEND **BAKTOBAK**
Join backwards copy to forwards original, in that order
HOUSEKEEP **BAKUP**
Concatenate soundfiles into one backup file, with silences between
SUBMIX **BALANCE**
Mix between 2 soundfiles, using a balance function

HILITE **BAND**
Split spectrum into bands and process these individually
FILTER **BANK**
Bank of filters, with time-variable Q
FILTER **BANKFRQS**
Generate a list of frequencies for use in a filter bank (add amplitudes to the text file for use with FILTER USERBANK)
SPEC **BARE**
Zero the data in channels that do not contain harmonics
HOUSEKEEP **BATCHEXPAND**
Expand an existing batchfile
HILITE **BLTR**
Blur the spectral data over time, and TRACE the partials
BLUR **BLUR**
Blur the spectral data over time
MODIFY **BRASSAGE**
Granular reconstitution of a soundfile
MORPH **BRIDGE**
Make a bridging interpolation between two sound spectra by interpolating between 2 time-specified windows in the 2 infiles
ENVEL **BRKTOENV**
Convert (text) breakpoint envelope to binary envelope file
[REPITCH] **BRKTOPI**
Convert a breakpoint pitch data file to a binary pitch data file
HOUSEKEEP **BUNDLE**
List filenames in textfile for sorting, backup or creating a dummy mixfile

C

[SFEDIT] **CANTOR**
Cut holes in a sound in the manner of a cantor set (holes within holes within holes)
[SYSUTILS] **CDPCONV**
Utility to convert analysis files from PPC to Intel format (MAC only)
[EXTEND] **CERACU**
Repeat the source sound in several cycles that synchronise after specified counts
SNDINFO **CHANDIFF**
Compare channels in a stereo soundfile
SPECINFO **CHANNEL**
Returns PVOC channel number corresponding to frequency given
[MCTOOLKIT] **CHANNELX**
Extract all or selected channels from a multi-channel soundfile
[HOUSEKEEP] **CHANPHASE**
Invert phase of one channel of an input sound
HOUSEKEEP **CHANS**
Extract or convert channels of a soundfile
PSOW **CHOP**
Cut sound into sections between specified grain (chunks)
PITCH **CHORD**
Transposed versions of a sound are superimposed on the original
PITCH **CHORDF**
Transposed versions of the spectrum are superimposed within the existing spectral envelope

SYNTH **CHORD**
Generate a chord with a simple waveform
[MCTOOLKIT] **CHORDER**
Reorder soundfile channels in a multi-channel soundfile
BLUR **CHORUS**
Add random variation to amplitude or frequency in analysis channels
[MCTOOLKIT] **CHXFORMAT**
Modify WAVE_EX header to change GUID and/or speaker positions
SPEC **CLEAN**
Remove noise from PVOC analysis file
SPECNU **CLEAN**
Eliminate from the source file any persisting signal that falls below a threshold
(defined by the *noisfile*)
SYNTH **CLICKS**
Create a click track from tempo, meter & barring data
[SYSUTILS] **COLUMNS**
Manipulate or generate columns of numbers
ONEFORM **COMBINE**
Generate a new sound from pitch information and a single-moment-formant
REPITCH **COMBINE**
Generate transposition data from 2 sets of pitch data,
or transpose pitch data with transposition data,
or combine 2 sets of transposition data to form new transposition data,
producing a binary pitch data file output
REPITCH **COMBINEB**
Generate transposition data from 2 sets of pitch data,
or transpose pitch data with transposition data,
or combine 2 sets of transposition data to form new transposition data,
producing a *time value* breakpoint file output
[SFEDIT] **CONSTRICT**
Shorten the length of any silences in a sound
PITCHINFO **CONVERT**
Convert a binary pitch data file to a *time frequency* breakpoint text file
MODIFY **CONVOLVE**
Convolve the first sound with the second
HOUSEKEEP **COPY**
Produce or delete copies of the infile
[MCTOOLKIT] **COPYSFX**
Copy soundfiles / convert from one format to another
GRAIN **COUNT**
Count grains found in a sound (at given *gate* and *minhole* values)
ENVEL **CREATE**
Create an envelope
SUBMIX **CROSSFADE**
Quick crossfade between soundfiles (with same number of channels)
ENVEL **CURTAIL**
Curtail a soundfile by fading to zero at some time within it
REPITCH **CUT**
Cut out and keep a segment of a binary pitch data file
SFEDIT **CUT**
Cut and keep a segment of a sound
SPEC **CUT**
Cut a section out of an analysis file, between *starttime* and *endtime* (seconds)
PSOW **CUTATGRAIN**
Cut at exact FOF-grain time
SFEDIT **CUTEND**
Cut and keep end portion of a sound

SFEDIT **CUTMANY**
  Cut and keep several segments of a sound
DISTORT **CYCLECNT**
  Count 'wavecycles' in soundfile
ENVEL **CYCLIC**
  Create a sequence of repeated envelopes, in a binary envelope file

D

ENVEL **DBTOENV**
  Convert a (text) breakpoint file with values in dB to an envelope file
ENVEL **DBTOGAIN**
  Convert (text) breakpoint file with dB values to gain values (0-1)
TEXTURE **DECORATED**
  Create a texture with decorations
HOUSEKEEP **DEGLITCH**
  Attempt to deglitch a soundfile
DISTORT **DELETE**
  Time-contract file by deleting 'wavecycles'
PSOW **DELETE**
  Time shrink sound by deleting a proportion of the pitch-synchronised FOF-grains
COMBINE **DIFF**
  Find (and retain) the difference between two spectra
SNDINFO **DIFF**
  Compare two sound, analysis, pitch, transposition, envelope or formant files
[SYSUTILS] **DIRSF**
  Soundfile directory listing
HOUSEKEEP **DISK**
  Display available space on disk
DISTORT **DIVIDE**
  Distortion by dividing 'wavecycle' frequency
[MODIFY] **DSHIFT**
  Add Doppler effect to a panned soundfile
EXTEND **DOUBLETS**
  Divide a sound into segments that repeat, and splice them together
ENVEL **DOVETAIL**
  Dovetail soundfile by enveloping the start and end of it
BLUR **DRUNK**
  Modify sound by a drunken walk along analysis windows
EXTEND **DRUNK**
  Splice segments of source file end-to-end: start times (in source file) of segments chosen by 'drunken walk' through source file; in Mode 2, Source file plays soberly at holds
SUBMIX **DUMMY**
  Convert a list of soundfiles into a basic mixfile (for editing)
PSOW **DUPL**
  Timestretch/ transpose a sound by duplicating the pitch-synchronised FOF-grains
GRAIN **DUPLICATE**
  Duplicate grains in a grainy sound

E

[EXTEND] SFECHO **ECHO**
>   Repeat a sound with timing and level adjustments between repeats
HOUSEKEEP **ENDCLICKS**
>   Remove clicks from start or end of file
DISTORT **ENVEL**
>   Impose envelope over each group of *cyclecnt* 'wavecycles'
ENVEL **ENVTOBRK**
>   Convert a binary envelope file to a (text) breakpoint envelope
ENVEL **ENVTODB**
>   Convert a binary envelope file to a (text) breakpoint envelope with dB values
FOCUS **EXAG**
>   Exaggerate the spectral contour
REPITCH **EXAG**
>   Exaggerate pitch contour
SFEDIT **EXCISE**
>   Discard specified chunk of sound, closing up the gap
SFEDIT **EXCISES**
>   Discard specified chunks of a sound, closing up the gaps
ENVNU **EXPDECAY**
>   Produce a true exponential decay to zero on a sound
ENVEL **EXTRACT**
>   Extract envelope from an input soundfile
HOUSEKEEP **EXTRACT**
>   Extract significant data from recorded soundfiles
PVOC **EXTRACT**
>   Analyse, then resynthesise with various options

F

SUBMIX **FADERS**
>   Mix several soundfiles using a time-changing level-balance function
[REVERB] **FASTCONV**
>   Multi-channel FFT-based convolution
PSOW **FEATURES**
>   Impose new features on vocal-type sound, preserving or modifying F0F-grains
SUBMIX **FILEFORMAT**
>   Returns information about mixfile fileformats
DISTORT **FILTER**
>   Time-contract sound by filtering out 'wavecycles'
HILITE **FILTER**
>   Hipass, lopass, bandpass and notch filters, on spectral data
[FILTER] **FILTRAGE**
>   Generate randomised VARIBANK filterbank files
REPITCH **FIX**
>   Massage pitch data in a binary pitchfile
GRAIN **FIND**
>   Locate timings of grain onsets in a grainy sound
SNDINFO **FINDHOLE**
>   Find largest low level hole in a soundfile
MODIFY **FINDPAN**
>   Find stereo pan-position of a sound in a stereo file

FILTER **FIXED**
>   Cut or boost, above, below or around a given frequency

[MULTICHANNEL] **FLUTTER**
>   Add multi-channel distributed tremolo to a multi-channel file

[MCTOOLKIT] **FMDCODE**
>   Decode 1st or 2nd order B-Format soundfile to a choice of speaker layouts

FOCUS **FOCUS**
>   Focus spectral energy onto the peaks in the spectrum

FOCUS **FOLD**
>   Octave-transpose spectral components into a specified frequency range

DISTORT **FRACTAL**
>   Superimpose miniature copies of source 'wavecycles'onto themselves

[MULTICHANNEL] **FRACTURE**
>   Disperese a mono signal into fragments spread over *N*-channel space

[MULTICHANNEL] **FRAME SHIFT**
>   Reorient or rotate a multi-channel file

EXTEND **FREEZE**
>   Freeze a segment of a sound by iteration in a fluid manner

FOCUS **FREEZE**
>   Freeze the spectral characteristics in a sound, at given times, for specified durations

SPECINFO **FREQUENCY**
>   Returns centre frequency of PVOC channel specified

G

ENVEL **GAINTODB**
>   Convert (text) breakpoint file with gain (0&150;1) values to dB values

SPEC **GAIN**
>   Amplify or attenuate the spectrum

[HOUSEKEEP] **GATE**
>   Remove low-level sound from signal

HOUSEKEEP **GATE**
>   Cut file at zero amplitude points

SPEC **GATE**
>   Eliminate channel data below a threshold amplitude

REPITCH **GENERATE**
>   Create binary pitch data from a textfile of *time midi* value pairs

FORMANTS **GET**
>   Extract evolving formant envelope from an analysis file

ONEFORM **GET**
>   Extract formant-envelope at a specific time in an existing CDP formant file

[SYSUTILS] **GETCOL**
>   Extract a column of numbers from a textfile

SUBMIX **GETLEVEL**
>   Test the maximum level of a mix, defined in a mixfile and suggest a gain factor to avoid overload, if necessary

[SPECINFO] **GET_PARTIALS**
>   Extract relative amplitude of partials in a pitched source

REPITCH **GETPITCH**
>   Extract pitch from spectrum to a pitch data file

FORMANTS **GETSEE**
>   Get formant data from an analysis file and write as a pseudo-soundfile for viewing

STRANGE **GLIS**
> Create glissandi inside the (changing) spectral envelope of the original sound

[HILITE] **GLISTEN**
> Randomly partition the spectrum into bins and play back in order

PSOW **GRAB**
> Grab a pitch-synchronised grain from a file, and use it to create a new sound

SPEC **GRAB**
> Grab a single analysis window at time point specified

HILITE **GREQ**
> Graphic eq type filter on the spectrum

GRAIN **GREV**
> Find and manipulate 'grains', using envelope troughs and zero-crossings

[GRAIN] **GRAINEX**
> Find grains in a sound and extend the area that contains them

TEXTURE **GROUPED**
> Create textures from groups of events

H

DISTORT **HARMONIC**
> Harmonic distortion by superimposing 'harmonics' onto 'wavecycles'

PITCHINFO **HEAR**
> Convert binary pitchfile to analysis test tone file (resynthesise to hear pitch)

FOCUS **HOLD**
> Hold sound spectrum, at given times

[EXTEND] **HOVER**
> Move through a file, zig-zag reading it at a given frequency

I

ENVEL **IMPOSE**
> Impose an envelope on an input soundfile

PSOW **IMPOSE**
> Impose vocal FOFs in 1st sound onto the 2nd sound

SUBMIX **INBETWEEN**
> Generate a set of sounds inbetween the 2 input sounds (same number of channels) through weighted mixes of the input sounds, from mostly sound 1 to mostly sound 2

SUBMIX **INBETWEEN2**
> Generate a set of sounds inbetween the 2 input sounds (same number of channels) through interpolation pegged to zero-crossings

PITCHINFO **INFO**
> Display information about pitch data in pitchfile

SFEDIT **INSERT**
> Insert a 2nd sound into an existing sound

REPITCH **INSERTSIL**
> Mark areas as silent in a pitch data file

REPITCH **INSERTZEROS**
> Mark areas as unpitched in a pitch data file

SFEDIT **INSIL**
> Insert silence into an existing sound

DISTORT **INTERACT**
> Time-domain interaction of sounds

COMBINE **INTERLEAVE**
> Interleave (groups of) windows of several spectra

PSOW **INTERLEAVE**
> Interleave FOF-grains from two different soundfiles

SUBMIX **INTERLEAVE**
> Interleave mono *infiles* to make a multi-channel *outfile*

[MCTOOLKIT] **INTERLX**
> Interleave mono or stereo files into a multi-channel file

PSOW **INTERP**
> Interpolate between 2 pitch-synchronised grains, to produce a new sound

REPITCH **INTERP**
> Replace noise or silence by pitch interpolated from existing pitches

DISTORT **INTERPOLATE**
> Timestretch file by repeating 'wavecycles' and interpolating between them

REPITCH **INVERT**
> Invert pitch contour of a pitch data file

STRANGE **INVERT**
> Invert the spectrum

[SFEDIT] **ISOLATE**
> Disjunct portions of soundfile are specified by textfile or dB loudness

EXTEND **ITERATE**
> Iterate an input sound in a fluid manner

FILTER **ITERATED**
> Iterate sound, with cumulative filtering by a filterbank

[EXTEND] **ITERLINE**
> Iterate an input sound, following a transposition line

ITERLINEF
> Iterate an input sound set, following a transposition line

J

SFEDIT **JOIN**
> Join files together, one after another

SFEDIT **JOINDYN**
> Join soundfiles in loudness-patterned sequence

SFEDIT **JOINSEQ**
> Join soundfiles in patterned sequence

L

SPECINFO **LEVEL**
> Convert (varying) level of analysis file to a pseudo-soundfile, for viewing (1 window -> 1 sample)

SNDINFO **LEN**
　　　　Display duration of a soundfiling-system file
SNDINFO **LENS**
　　　　List durations of several soundfiling-system files
[SYSUTILS] **LISTAUDEVS**
　　　　List available audio devices
PSOW **LOCATE**
　　　　Locate exact start time of the nearest grain
FILTER **LOHI**
　　　　Fixed low-pass or high-pass filter
EXTEND **LOOP**
　　　　Loop inside a soundfile
SNDINFO **LOUDCHAN**
　　　　Find loudest channel in a stereo soundfile
MODIFY **LOUDNESS**
　　　　Adjust loudness of a soundfile

M

[EXTEND] **MADRID**
　　　　Spatially syncopate repetitions of the source soundfile(s)
COMBINE **MAKE**
　　　　Generate an analysis file from data in a formant data file and a pitch data file
COMBINE **MAKE2**
　　　　Generate a spectrum from only pitch, formant & envelope data
[SFEDIT] **MANYSIL**
　　　　Insert many silences into a soundfile
COMBINE **MAX**
　　　　Retain loudest channel components per window amongst several spectra
SNDINFO **MAXI**
　　　　List levels of several soundfiles
SNDINFO **MAXSAMP**
　　　　Find maximum sample in soundfile or binary data file
SNDINFO **MAXSAMP2**
　　　　Find maximum sample within a specified timerange in a soundfile
[MULTICHANNEL] **MCHANPAN**
　　　　Pan sounds around a multi-channel space
[MULTICHANNEL] **MCHANREV**
　　　　Create multi-channel Echoes or Reverb
[MULTICHANNEL] **MCHITER**
　　　　Iterate the input sound in a fluid manner, scattering around a multi-channel space
[MULTICHANNEL] **MCHSHRED**
　　　　Multi-channel shred: cut sound into random segments and re-assemble them in random order within the original duration
[MULTICHANNEL] **MCHSTEREO**
　　　　Combine two sereo files in a multi-channel output
[MULTICHANNEL] **MCHZIG ZAG**
　　　　Extend by reading back and forth in the soundfile, while panning to a new channel at each 'zog' or 'zag'
COMBINE **MEAN**
　　　　Generate the mean of two spectra
SUBMIX **MERGE**
　　　　Quick mix of 2 soundfiles (with same number of channels)

SUBMIX **MERGEMANY**
    Quick mix of several soundfiles (with the same number of channels)
SUBMIX **MIX**
    Mix sounds as instructed in a mixfile
SUBMIX **MODEL**
    Replace soundfiles in an existing mixfile
TEXTURE **MOTIFS**
    Create a texture with motifs
TEXTURE **MOTIFSIN**
    Create a texture with motifs forced onto a harmonic field
[MULTICHANNEL] **MTON**
    Create a multi-channel equivalent of a mono soundfile
[MULTICHANNEL] **MULTIMIX**
    Create a multi-channel mixfile
DISTORT **MULTIPLY**
    Distortion by multiplying 'wavecycle' frequency

N

[MODIFY] **NEWDELAY**
    Delay with pitch-defined output sound
[MULTICHANNEL] **NEWMIX**
    Mix from a multi-channel mixfile to give a multi-channel soundfile output
[MODIFY] **NEWMORPH & NEWMORPH2**
    Morph between dissimilar spectra
[GRAIN] **NEWTEX**
    Generate a texture of grains made from a source sound or sounds
[SYNTH] **NEWSYNTH**
    Generate complex spectra from fundamental and partial balance information
[MCTOOLKIT] **NJOIN**
    Concatenate multiple soundfiles, with optional CUE list for CD burning
[MCTOOLKIT] **NMIX**
    Simple mix of two multi-channel soundfiles, with optional offset
BLUR **NOISE**
    Add noise to spectrum
SYNTH **NOISE**
    Generate noise
SFEDIT **NOISECUT**
    Suppress noise in a (mono) soundfile, replacing with silence
GRAIN **NOISE_EXTEND**
    Find and timestretch noise component in a sound
REPITCH **NOISETOSIL**
    Replace unpitched windows by silence

O

PITCH **OCTMOVE**
    Octave transpose without a formant shift (becomes inharmonic)
SPECINFO **OCTVU**
    Text display of time varying amplitude of spectrum, within octave bands

DISTORT **OMIT**
> Omit A out of every B 'wavecycles', replacing them by silence

GRAIN **OMIT**
> Omit a proportion of grains from a grainy sound

SUBMIX **ONGRID**
> Convert listed soundfiles to a basic mixfile on timed grid (for editing)

TEXTURE **ORNATE**
> Create a texture with ornaments

DISTORT **OVERLOAD**
> Clip the signal with noise or a (possibly timevarying) waveform

P

[SFEDIT] **PACKET**
> Isolate or generate a sound packet

SUBMIX **PAN**
> Pan a mixfile

[MULTICHANNEL] **PANORAMA**
> Distribute *N* source files in a panorama across a specified angle of a sound-surround loudspeaker array

[MCTOOLKIT] **PAPLAY**
> Playback of multi-channel soundfiles

[SFEDIT] **PARTITION**
> Partition a mono soundfile into disjunct files in blocks defined by groups of wavesets

REPITCH **PCHSHIFT**
> Transpose pitches in a pitch data file by a constant number of semitones (becomes inharmonic)

REPITCH **PCHTOTEXT**
> Convert binary pitch data to textfile

SPECINFO **PEAK**
> Locate time varying energy centre of spectrum (text display)

ENVNU **PEAKCHOP**
> Isolate peaks and rearrange by changing the tempo (Mode 1) OR:
> Output a peak-isolating envelope (Mode 2)

[SPECINFO] **PEAK EXTRACT**
> Extract peaks from an analysis file and write to a text file

[SNDINFO] **PEAKFIND**
> Find the times of the loudness peaks in a sound

[MODIFY] **PHASE**
> Invert phase or enhance stereo separation of a sound

FILTER **PHASING**
> Phase shift a sound, or produce a 'phasing' effect

PITCH **PICK**
> Only retain channels which might hold specified partials

DISTORT **PITCH**
> Pitchwarp 'wavecycles' of sound

REPITCH **PITCHTOSIL**
> Replace pitched windows by silence

ENVEL **PLUCK**
> Pluck start of sound (mono files only)

HILITE **PLUCK**
> Emphasise spectral changes (use e.g. with HILITE ARPEG)

TEXTURE **POSTDECOR**
Create a texture with decorations following events
TEXTURE **POSTORNATE**
Create a texture with ornaments following events
TEXTURE **PREDECOR**
Create a texture with decorations preceding events
[SFEDIT] **PREFIX SILENCE**
Add silence to the beginning of a soundfile
TEXTURE **PREORNATE**
Create a texture with ornaments preceding events
SPECINFO **PRINT**
Print data in an analysis file as text to file
SNDINFO **PRNTSND**
Print sound sample data to a textfile
SNDINFO **PROPS**
Display properties of a soundfiling-system file
[PSOW] **PTOBRK**
Convert binary pitch trace file (.frq) to breakpoint textfile format for PSOW
DISTORT **PULSED**
Impose regular pulsations on a sound
ONEFORM **PUT**
Impose the formant-envelope in a single-moments-formant datafile onto the sound in an analysis file
FORMANTS **PUT**
Impose formants in a formant data file on the spectrum in a PVOC analysis file
[SYSUTILS] **PUTCOL**
Place a column of numbers into a textfile
[SYSUTILS] **PVPLAY**
Play back (audition) an analysis or soundfile

Q

REPITCH **QUANTISE**
Quantise pitches in a pitch data file

R

SPECNU **RAND**
Randomise the order of spectral windows
SNDINFO **RANDCHUNKS**
Cut chunks from a soundfile, randomly
SNDINFO **RANDCUTS**
Cut a soundfile into pieces, with cuts at random times
REPITCH **RANDOMISE**
Randomise pitch line
MODIFY **RADICAL**
Radical changes to the sound
[SYSUTILS] **RECSF**
Record, creating a soundfile (PC only)
DISTORT **REFORM**
Modify shape of 'wavecycles'

PSOW **REINFORCE**
Reinforce the harmonics in a FOF-grain soundfile
GRAIN **REMOTIF**
Change pitch and rhythm of grains in a grainy sound
HOUSEKEEP **REMOVE**
Remove existing copies of a soundfile
SPECNU **REMOVE**
Remove a pitched component from the spectrum of a sound
GRAIN **REORDER**
Reorder grains in a grainy sound
DISTORT **REPEAT**
Timestretch file by repeating 'wavecycles'
GRAIN **REPITCH**
Repitch grains in a grainy sound
DISTORT **REPLACE**
Strongest 'wavecycle' in each *cyclecnt* replaces others
ENVEL **REPLACE**
Replace the existing envelope of an input soundfile with a different envelope
PSOW **REPLACE**
Combine FOFs of 1st sound with the pitch of the 2nd sound
SFEDIT **REPLACE**
Insert a 2nd sound into an existing sound, replacing part of the original
DISTORT **REPLIM**
Timestretch by repeating 'wavecycles' (below a specified frequency)
ENVEL **REPLOT**
Warp the envelope in a (text) breakpoint envelope file
SPECINFO **REPORT**
Text report on location of frequency peaks in the evolving spectrum
GRAIN **REPOSITION**
Reposition grain onsets in a grainy sound
GRAIN **RERHYTHM**
Change rhythm of grains in a grainy sound
ENVEL **RESHAPE**
Warp the envelope in a binary envelope file
HOUSEKEEP **RESPEC**
Alter the specification of a soundfile
[SFEDIT] **RETIME**
Rearrange and retime events within a soundfile
MODIFY **REVECHO**
Create reverb, echo or resonance around a sound
[REVERB] **REVERB**
Multi-channel reverberation
DISTORT **REVERSE**
Cycle-reversal distortion, 'wavecycles' reversed in groups
GRAIN **REVERSE**
Reverse order of grains in a grainy sound, without reversing the grains themselves
GRAIN **R_EXTEND**
Extend sounds that are iterative
[MCTOOLKIT] **RMSINFO**
Scan file and report RMS and average power level statistics
[REVERB] **ROOMRESP**
Create early reflections data file for REVERB,   ROOMVERB and TAPDELAY
[REVERB] **ROOMVERB**
Multi-channel reverberation with room simulation

S

MODIFY **SAUSAGE**
>Granular reconstitution of several soundfiles scrambed together

ENVEL **SCALED**
>Impose envelope, scaling envelope times to soundfile duration

MODIFY **SCALEDPAN**
>Distribute sound in stereo space, scaling pan data to soundfile duration

BLUR **SCATTER**
>Randomly thin out the spectrum

EXTEND **SCRAMBLE**
>Cut random chunks from soundfile and splice end to end; Or, Cut file into random chunks and rearrange; repeat differently, etc.

FORMANTS **SEE**
>Convert formant data in binary formant data file to a pseudo soundfile for viewing

PITCHINFO **SEE**
>Convert binary pitchfile or transposition file to a pseudo-soundfile, for viewing

[BLUR] **SELFSIM**
>Replace spectral windows with the most similar, louder window(s)

EXTEND **SEQUENCE**
>Produce a sequence from one sound, with timed transpositions

EXTEND **SEQUENCE2**
>Produce a sequence from several sounds, with timed transpositions

[MCTOOLKIT] **SFPROPS**
>Display soundfile details, with WAVE_EX speaker positions

STRANGE **SHIFT**
>Linear frequency shift of (part of) the spectrum (becomes inharmonic)

[EXTEND] **SHIFTER**
>Generate simultaneous repetition cycles, shifting focus from one to another

[EXTEND] **SHRINK**
>Repeat a sound, shortening it on each repetition

MODIFY **SHUDDER**
>Shudder a soundfile

BLUR **SHUFFLE**
>Shuffle analysis windows according to a specific scheme

DISTORT **SHUFFLE**
>Distortion by shuffling 'wavecycles'

SUBMIX **SHUFFLE**
>Shuffle the data in a mixfile

SEARCH **SIGSTART**
>Find earliest time at which there is signal in two or more soundfiles.

SYNTH **SILENCE**
>Make a silent soundfile

[SFEDIT] **SILEND**
>Add silence to end of file

TEXTURE **SIMPLE**
>Create textures from single events

SPECNU **SLICE**
>Divide an anlysis file into individual frequency bands, saving each as a separate analysis file

REPITCH **SMOOTH**
>Smooth pitch contour in a pitch data file

SNDINFO **SMPTIME**
>Convert sample count to time in soundfile

HOUSEKEEP **SORT**
>Sort files listed in a textfile

MODIFY **SPACE**
>Create or later the distribution of sound in stereo space

PSOW **SPACE**
>Distribute the alternate FOFs in the sound over a stereo space

MODIFY **SPACEFORM**
>Create a sinusoidal spatial distribution data file

SUBMIX **SPACEWARP**
>Alter spatial distribution of a mixfile

[SPECINFO] **SPECGRIDS**
>Partition the spectrum into parts, over a grid

[COMBINE] **SPECROSS PARTIALS**
>Interpolate partials of pitched *inanalfile1* towards those of pitched *inanalfile2*

[COMBINE] **SPECSPHINX**
>Impose the channel amplitudes of analfile2 onto the channel frequencies of analfile1

SYNTH **SPECTRA**
>Generate both channels of a stereo spectral band

STRETCH **SPECTRUM**
>Stretch/compress the frequencies in the spectrum

[COMBINE] **SPECTWIN**
>Combine the formant and/or total spectral envelopers of two spectra

MODIFY **SPEED**
>Change the speed and pitch of the source sound

SFEDIT **SPHINX**
>Switch between several files, with different switch times, to make new sound

PSOW **SPLIT**
>Split vocal FOFs into subharmonic and upwardly transposed pitch regions

BLUR **SPREAD**
>Spread spectral peaks

SPECNU **SQUEEZE**
>Squeeze the spectrum into a frequency range, around a specified centre frequency

MODIFY **STACK**
>Create a mix that stacks transposed versions of the source on top of one another

FOCUS **STEP**
>Step-frame through a sound by freezing the spectrum at regular time intervals

[MULTICHANNEL] **STRANS MULTI**
>Change the speed or pitch of a multi-channel sound, or add vibrato

PSOW **STRETCH**
>Timestretch/transpose a sound by repositioning the pitch-synchronised grains. The grains themselves are not time-stretched

[STRETCH] **STRETCHA**
>Utility to calculate *timestretch* factor for use with STRETCH TIME

PSOW **STRTRANS**
>Timestretch/transpose a sound by repositioning the pitch-synchronised grains, with overlap

[SFEDIT] **SUBTRACT**
>Subtract one file from another

SPECNU **SUBTRACT**
>Eliminate from the source file any persisting signal that falls below a threshold (defined by the *noisfile*) AND subtract the amplitude of the noise in the *noisfile* from any source file signal that is passed

COMBINE **SUM**
>Add one spectrum to another

SNDINFO **SUMLEN**
Sum durations of several soundfiling-system files
[FOCUS] **SUPERACCU**
Sustain each spectral band until louder data appears in that band
BLUR **SUPPRESS**
Suppress the most prominent channel data
PSOW **SUSTAIN**
Sustain a pitch-synchronised FOF-grain within a sound – a freeze effect with optional vibrato
PSOW **SUSTAIN2**
Sustain a time-specified (start-end) FOF within a sound – a freeze effect with optional vibrato
FILTER **SWEEPING**
Filter whose focus-frequency sweeps over a range of frequencies
ENVEL **SWELL**
Cause sound to fade in and out from a peak moment
SFEDIT **SYLLABLES**
Separate out vocal syllables
SUBMIX **SYNC**
Synchronise soundfiles in a mixfile, or generate such a mixfile from a list of soundfiles
SUBMIX **SYNCATTACK**
Synchronise attacks of soundfiles in a mixfile, or generate such a mixfile from a list of soundfiles
PSOW **SYNTH**
Impose vocal FOFs on a stream of synthesised sound
PVOC **SYNTH**
Convert spectral file to soundfile
REPITCH **SYNTH**
Create spectrum of vowel sounds, following pitch contour in pitch data file

T

[REVERB] **TAPDELAY**
Stereo multi-tapped delay line with feedback
[MULTICHANNEL] **TANGENT group**
Place one or more mono soundfiles along a tangent path to an 8-channel array
DISTORT **TELESCOPE**
Time-contract sound by telescoping *cyclecnt* 'wavecycles' to 1
SUBMIX **TEST**
Test the syntax of a mixfile
[MULTICHANNEL] **TEXMCHAN**
Create textures over a multi-channel frame
STRETCH **TIME**
Stretch/ compress a sound in time without changing the pitch
TEXTURE **TIMED**
Create a texture with timed single events
SNDINFO **TIMEDIFF**
Find difference in duration of two sound files
ENVEL **TIMEGRID**
Partition a soundfile into a sequence of 'windows' separated by silence
SNDINFO **TIMESMP**
Convert time to sample count in soundfile

GRAIN **TIMEWARP**
Stretch (or shrink) the duration of a grainy sound, without stretching the grains themselves

SUBMIX **TIMEWARP**
Timewarp the data in a mixfile

TEXTURE **TGROUPED**
Create a texture with timed event groups

TEXTURE **TMOTIFS**
Create a texture with timed motifs

TEXTURE **TMOTIFSIN**
Create a texture with timed motifs forced onto a harmonic field

[ENVEL] **TOPANTAIL2**
Gated sound extraction with end trims and backtracking

HILITE **TRACE**
Highlight *n* loudest partials, at each moment (window) in time

[MULTICHANNEL] **TRANSIT group**
Place one or more mono soundfiles on a path into and across an 8-channel array

PITCH **TRANSP**
Shift pitch of (part of) the spectrum, keeping harmonic relationships

REPITCH **TRANSPOSE**
Transpose spectrum (spectral envelope also moves)

REPITCH **TRANSPOSEF**
Transpose spectrum: but retain original spectral envelope

[ENVEL] **TREMOLO**
Apply width-controlled tremolo to a soundfile

ENVEL **TREMOLO**
Tremolo a sound

PITCH **TUNE**
Replace spectral frequencies by harmonics of specified pitch(es)

[PITCH] **TUNEVARY**
Replace spectral frequencies with the harmonics of specified pitch(es), in a time-varying manner

SFEDIT **TWIXT**
Switch between several files, to make a new sound

U

SNDINFO **UNITS**
Convert between different units

FILTER **USERBANK**
User-defined filterbank, with time-variable *Q*

V

FILTER **VARIABLE**
Lo-pass, high-pass, band-pass or notch filter, with variable frequency

FILTER **VARIBANK**
User-define time-varying filterbank, with time-variable *Q*

[SYSUTILS] **VECTORS**
Numerical operations between two columns of figures

FILTER **VFILTERS**
> Make (text) datafiles for fixed-pitch FILTER VARIBANK filters

REPITCH **VIBRATO**
> Add vibrato to pitch in a pitch data file

FORMANTS **VOCODE**
> Impose spectral envelope of one 2nd sound onto 1st sound

HILITE **VOWELS**
> Impose vowels on a sound

REPITCH **VOWELS**
> Create spectrum of vowel sounds, following pitch contour in a pitch data file

W

SYNTH **WAVE**
> Generate simple waveforms

STRANGE **WAVER**
> Oscillate between harmonic and inharmonic state

BLUR **WEAVE**
> Weave amongst the analysis windows in a specified pattern

SPECINFO **WINDOWCNT**
> Returns the number of analysis windows in *infile*

[GRAIN] **WRAPPAGE**
> Granular reconstitution of one or more soundfiles over multi-channel space

Z

SNDINFO **ZCROSS**
> Display fraction of zero-crossings in a soundfile

SFEDIT **ZCUT**
> Cut and keep a segment of a MONO soundfile, cutting at zero crossings (no splices)

SFEDIT **ZCUTS**
> Cut and keep segments of a MONO soundfile, cutting at zero crossings (no splices)

PITCHINFO **ZEROS**
> Shows whether a pitch file contains uninterpolated zeros (unpitched windows)

EXTEND **ZIGZAG**
> Read back and forth inside a soundfile